

TIME TRACK

0	0
10	1
20	2
30	3
40	4
50	5
GMT GAMES	6
1	7
2	8
3	9

GAME TRACKS

Attacker

CASUALTY TRACK

Defender

8 ₂₄	7 ₂₁	6 ₁₈	5 ₁₅	4 ₁₂	3 ₉	2 ₆	1 ₄	0	1 ₋₄	2 ₋₆	3 ₋₉	4 ₋₁₂	5 ₋₁₅	6 ₋₁₈	7 ₋₂₁	8 ₋₂₄
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RANDOM EVENT TABLE (18.0)

Recon: If a player's unmodified Initiative die roll is equal to "1", he may remove the Concealment marker from any enemy-occupied hex within 5 hexes and LOS of a friendly unit.

Fate: If a player's unmodified Initiative die roll is equal to "10", he must make a subsequent die roll on the Fate Table.

FATE TABLE

die roll

Fate

Results Apply to the Affected Player	
1-2	Medic
3-5/3-4*	Recover
5-7*/6-7	Sniper
8-9	Indecision
10	Panic

*The result in red is used if your opponent is Russian/Japanese

COORDINATION TABLE (7.1)

die roll

Result

1-7	Each platoon is activated individually.
8-10	May conduct a single activation consisting of two platoons. All other platoons activate individually.

TIME LAPSE

die roll

Minutes

1-2	2
3-5	3
6-8	4
9-10	5

MORTAR SUPPORT PENDING

Sections Recover/Extend if ≤ 4
Platoons Recover/Extend if ≤ 3

MORTAR SUPPORT AVAILABLE



The Last HUNDRED YARDS



Version 5.1.2023

SEQUENCE OF PLAY (5.0)

I. Initiative Phase

Both players make a die roll. The player having the Initiative on the previous game turn applies their Initiative die roll modifier, if applicable, to the Initiative die roll [Each mission lists the Initiative die roll modifiers for each player]. The player with the higher modified die roll wins the Initiative and becomes the active player. The losing player is the non-active player. In the case of ties, the Axis player wins the Initiative if the modified die roll is odd, while the Allied player wins the Initiative if the modified die roll is even. The Initiative Marker is adjusted on the Game Tracks player-aid card to reflect the side that won the Initiative. (A player without a Platoon Leader or an AFV in play at the end of the Initiative Phase—and after any Random Event results—automatically forfeits the Initiative to the other player. If neither player has a Platoon Leader or AFV in play, play proceeds to the Fire Resolution Phase.) In all cases, if the unmodified Initiative die roll is 1 or 10, that player must consult the Random Event Table on the Game Tracks player aid [18.0].

II. Activation Phase

The active player conducts Actions with units of friendly activated platoon(s) [7.0], followed by both players conducting Reactions [8.0]. Units of an activated platoon without a Platoon Leader in play are restricted in their Actions [13.3.4.2]. Once all platoon Activations and Reactions have been completed, play proceeds to the Fire Resolution Phase.

III. Fire Resolution Phase

Fire attacks are resolved in any order. Each DRM marker in play represents a single Fire attack. (Fire attack die rolls are based on the DRM markers in the hex at the beginning of the Fire Resolution Phase, even if players find an error was made when the DRM marker was originally placed.)

IV. Assault Resolution Phase

The active player determines the order in which assaults are resolved [14.0].

V. Mortar Fire Adjustment Phase

1. Remove MDRM, Smoke and Illumination markers.
2. Determine Mortar Recovery [11.4.8].
3. FOs that elect not to extend, or are currently on their Final side, or in a hex without a friendly unit, are removed — along with the corresponding Primary Impact marker — and placed in the Mortar Support Pending Box on the Game Tracks player-aid card.
4. Conduct Mortar Fire Extensions [11.4.9].

VI. Determine Time Lapse

The active player makes a die roll on the Time Lapse Table to determine the Time Lapse (in minutes) and adjusts the time on the Time Lapse Track accordingly.

VII. Clean Up Phase

1. Remove Overwatch and Motion markers from all vehicles that did not conduct an action during the game turn.
2. Place returning Platoon Leaders [13.3.4.1].
3. The Russian player checks his units, including any possible Ad Hoc units, to determine whether they are in command. Those not in command are marked with an Out of Command marker [EXC: Ad Hoc – 7.2a]. Out of Command units remain out of command until step 3 of the next Clean Up Phase.
3. Recombine squads [10.3.3].
4. Conceal any units not in LOS of an enemy unit.
5. Reset counter orientation and record earned Promotion Points [22.2].
6. Check whether the Mission Objective or Victory Conditions have been met.